# Whole of Community System Response – Highly Supportive Housing Plan

March 26, 2024

#### Highly Supportive Housing Plan

- Section 1.0 About London's System Response
- Section 2.0 About the Highly Supportive Housing Plan
- Section 3.0 Introduction to Highly Supportive Housing
- Section 4.0 Functions of Highly Supportive Housing
- Section 5.0 Physical Space Design of Highly Supportive Housing
- Section 6.0 Costing and Budget
- Section 7.0 Moving Forward
- Appendix A: Draft Operating Budget
- Appendix B: List of Organizations Involved
- Appendix C: End Notes
- Addendum A: Lived and Living Experiences Interim Summary Report

### Section 1.0 About London's System Response

- The Whole of Community System Response
- Hubs
- The Fund for Change

### Section 2.0 About the Highly Supportive Housing Plan

- A Strategic Pathway
- Alignment With Other City of London and Community Plans
- The Intention of this Plan

### Section 3.0 Introduction to Highly Supportive Housing

- About Highly Supportive Housing
- Who Needs Highly Supportive Housing
- Who Is Involved in Highly Supportive Housing
- Why We Need Highly Supportive Housing
- Pathways Into Highly Supportive Housing
- What We Heard About Highly Supportive Housing From Individuals With Lived and Living Experience

#### Section 4.0 Functions of Highly Supportive Housing

- Why Consistent Functions?
- Basic Needs
- Community Engagement and Relationships
- Culturally Safe
- Family and Natural Supports
- Harm Reduction

- Low-Barrier
- Non-Resident Guest and Visitor Management
- Quick Access to Intentional Connections to Acute and Primary Care
- Transitional Support Services
- Transportation Assistance

## Section 5.0 Physical Space Design of Highly Supportive Housing

- Exterior/Common Space
- Main Floor/Entrance
- Security/Safety
- Storage
- Unit
- Furnishings
- Services/Amenities

#### Section 6.0 Costing and Budget

- Capital Cost Needs
- Operating Cost Requirements

#### Section 7.0 Moving Forward

Short summary conclusion

Thank you for your time and support.